

# NEWS RELEASE

AVAILABLE NOW

1980 Model

## "Space Guerilla"

the only machine available on the market  
that will compete with ASTEROIDS  
Much more action play than "GALAXIAN"

### Features

- 1 Full Color Monitor "SYLVANIA"
- 2 5 Phase Action Play 5 different Playing Modes see over for full details of ACTION PLAY.
- 3 2 Coin Doors
- 4 Parts and Service available in Rhode Island or from your local Distributor



Upright Model, Very Sturdy Cabinet

5 PHASE PLAY

### THE ACTION MACHINE

*Not to be mistaken with any other machine called*

*"Guerilla"*

Manufactured By  
OMNI  
American Made

Picture to left shows 5 Machines coming off  
assembly line in Rhode Island Plant.

MADE IN USA

DISTRIBUTED BY:



OMNI'S

# Space Guerilla

1st NEW Game of the 80's

*FULL COLOR MONITOR FOR HIGHER PROFITS*

**5 Phase Game — More Action than ever**

**Each Phase Has Multiple Operations**

The SPACE GUERILLA is a very exciting and demanding game

It is a strong money earner and

holds customer interest due to the multiple action of the play

## PHASE I

A squadron of Space Bombers cross the screen dropping incendiary bombs on buildings. They can be destroyed by Ground Lazer. Each ship hit scores between 10 and 40 points depending on shape of vehicle. The Spy in the Sky ship whistles across the screen at record breaking speed if hit 1000 Points are scored. The Space Bombers cross the screen in three waves before game moves to next Phase. They appear at a later point in the game always at lower levels.

## PHASE II

Buildings disappear and Lazer gun appears in Space Void on outer rim of earth. A Racing Sound signifies the arrival of a space UFO. This UFO crosses the screen in a Horizontal, Vertical and/or Circular Pattern. Sometimes attacking from lower screen or upper screen, left or right. It tries to eliminate the Lazer Crew with multiple bombings. If hit it scores 200 to 500 points. This UFO appears frequently in the game each time with different attack approaches.

## PHASE III

A Space Ship appears and crosses the screen horizontally. If not hit it keeps crossing the screen at lower levels until it lands and destroys the laser and crew. If hit Phase IV appears.

## PHASE IV

A Parachute Bomb takes a zig-zag course to earth. If it lands it destroys Lazer Emplacement. If hit it destructs and the word "GO" appears.

## PHASE V

When the Parachute Bomb is destroyed and the word "GO" appears — 5 Space Dive Bombers appear. The attack with authentic Dive Bomb sounds. They are dropping bombs at the Ray Gun. Also each bomber dives at Gun Emplacement. If it reaches the earth, gun is employed. This action can end the game in seconds if player is not on his toes.

These 5 Phases make the game very exciting and fast. Phase I, II and III have multiple patterns and you never know exactly what to expect. This "SPACE GUERILLA" Machine is definitely the Game of the 80's